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THE
PLOTTER

**COMPUTING THE FUTURE--
IN CLACKAMAS COUNTY**

EDITED BY:	DICK WAGNER
CHAIRMAN:	JACK ARMSTRONG
V/CHAIRMAN:	BILL DUNLOP
SECRETARY:	DICK WAGNER
TREASURER:	ROD GOWEN
PR OFFICER:	BOB EVANS
LIBRARIANS:	BILL DUNLOP
	ALICE DUNLOP

MEETING
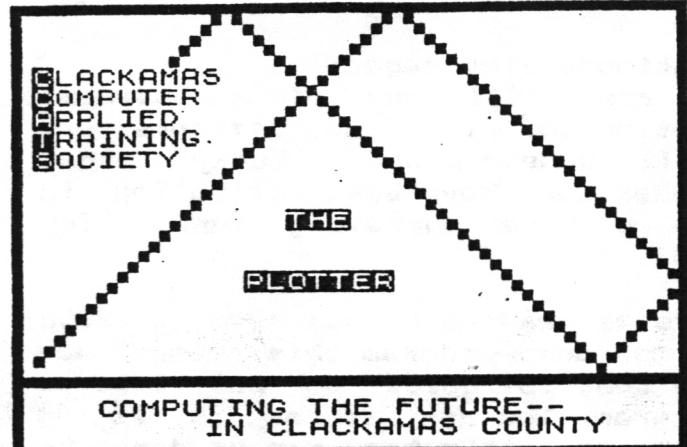
The MARCH meeting will be:

on: SUN., MARCH 21 1993

MEETING   open at: 1:00 P.M.
in: COMMUNITY ROOM
    FAR WEST FEDERAL BANK
    OREGON CITY SHOPPING CENTER


WHAT YOU WILL FIND IN THIS ISSUE:

FROM THE EDITOR'S DESK

Several months ago we mentioned the use of computers to aid in timing auto (dirt) races out in desert areas, some races running about 400 miles.

Recently I had the opportunity to look over another dirt track, this one covering about 25 feet by 40 feet, indoors, for hobby racing of a much smaller scale. Radio controlled electric powered buzz bombs for sure. The race timmer timed the start of each car across the starting line and for each lap by computer. There was also a readout of the total time for each car plus the position of each car as it crossed the "wire". A special computer program (PC) was used that required only the input of each car number as it crossed the "wire". The timing was accomplished with the computer clock. This is a 2 person operation as the timmer does not have time to look at the screen and analyze the continuously updating record. A file is produced of each race should there be any argument.

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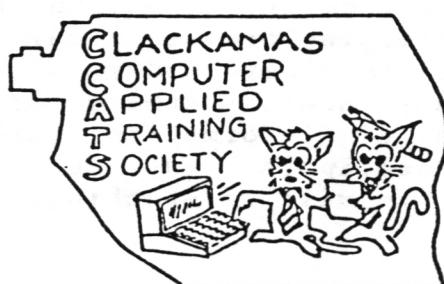
We are still shy of a business meeting for 1993 so officers are still undetermined. Lucky that member dues have been dribbling in so we have operating funds for 1993.

If some readers do not have a 2068 screen dump program this issue has one that is quick to put into a program. You use it as it is as there is little that can be done to "tune" it. Useable with Epson compatible printers.

This month we provide a short game program for GWBASIC. I haven't converted it to Sinclair BASIC yet. Some of my conversions don't work right. This is an imagination game as there is no action on the screen other than inputs and status.

It becomes difficult to make reference to articles/programs when it is not known if all on hand will be in this issue. At this writing there should be at least one more article to use. I have mentioned before that this is feast or famine so under this kind of assembling a newsletter a desk top publishing program is of little use. Desk top publishing would require the availability of all material so it could be printed by that program. We just do not operate that way, it would be nice to be able to.

BITS & BYTES
by: Rod Gowen

In this column I try to bring you the latest and complete information and news available to me regarding the world of TS computing. One way that I can accomplish this is if I have the support of you, the reader, in collecting news that may be of interest to other readers. If you have any news, rumors or other tidbits of information that fits this description, why not send it along? We will be watching!

FEBRUARY MEETING---
Was not much better than the January one! A total of 4 members showed up and there was no business meeting and little was accomplished on the book project. At this rate, THE BEST OF THE PLOTTER may be ready for publication in another year or so. No, it's not quite that bad, yet! We now have 7 members paid up for 1993 dues. Any who are not paid by March 15th will stop receiving THE PLOTTER with this issue! Let's get some group spirit going! -- Before we no longer have a group!

PAID MEMBER LIST:

       BOB EVANS
       BOB GEROW
       DUANE HEWITT
       DICK WAGNER
       BILL DUNLOP
       ALICE DUNLOP
       ROD GOWEN

If you are a paid subscriber, do not fear! You will be notified when your subscription is running out. All user groups on our exchange list will continue to receive THE PLOTTER as long as we receive one of your newsletters at least every 80 days. If we have not received a newsletter for more than 90 days,

LOGICALL 5.0 IS OUT!!--------
I just got off the phone with Bob Swoger of the Chicago Area TS group and he tells me that Logicall, his AOS (AUXILIARY OPERATING SYSTEM) for LKDOS users is now out. It fixes a few "bugs" that were found in previous versions. RMG will have it available on 5.25" SSDD/DSDD and 3.5" SSQD/DDQD disks by the time you are reading this. If you already own Logicall, send your original disk and we will send you a V5 disk and you old one back for only $5 (to cover expenses). If you are new to Logicall, the price is $10 plus shipping of $2.50. It's nice to know that someone else is out there working to improve the lot of TS2068 users!

MARCH MEETING ON SUNDAY---------

We will meet on March 21st, the 3rd Sunday of March, from 1-4 PM. We hope that this will be a more convenient time for more of our members. We also hope that we can lure in some new members with the new meeting time.

NEW PROJECT UNDERWAY!-----

The new project reported on in last month's newsletter, that of indexing the complete PLOTTER set, is underway! Bill and I have put some hours into it and now have a format (ASCII Text) and layout. We have about 1 year finished with about 9 more years to go. It looks as though it will not take too many sessions to finish this project. If anyone out there would be interested in a printed copy, a copy on MS-DOS disk, in Mscript or Tasword file, we will be able to supply it soon. Just call or write RMG Enterprises or to the address on the back of this newsletter. We may even be able to port it over to ProFile +5 on LKDOS disk! Keep watching, I'll keep you up to date.

NEW(?) CONTRIBUTOR!--

Have you noticed the articles by our long-time member, Bill Dunlop? Bill says that he wants to see to it that both the group and the newsletter will continue for a long time to come. I would hope that this is the hope of all of us loyal CCATS members. Keep up the good work Bill!

That's it for now!

See you next time. . .

VIRUS VACCINES

Bill Dunlop

In my reading a few month ago I found a couple of interesting articles on computer viruses and what some of the computer makers are proposing to combat them.

Some of the "innovative" ideas were of particular interest to me, and maybe to you too.

The most insidious viruses do their dirty work from inside the code of the operating system and the DOS system passes this corruption along to the copies of each disk or hard drive as it writes to them. The virus is in residence inside the system itself, mind you. It is not just a single program or even a single copy of a disk!

Several of the manufacturers are proposing putting the "boot" and other major parts of the system, along with an antivirus program, inside a ROM as part fo the hardware of the computer itself. Thus the virus could not get a foothold and take over or "outrun" the cure. How unique!

The use of a ROM would also offer a very friendly way to start-up the system for new and inexperienced users of the system. Even much of the DOS could reside safely here. How unique!

Of course these changes would be a bit more expensive and would take up a small overhesd in memory but for the benifits gained the small expenditures would be well justified. Again, how unique!

Refresh my memory for just a moment, isn't this exactly what the Sinclair machines have been doing since 1980 or so? And haven't they been almost immune to the onslaught of viruses all along? How is this so unique?

2068 SCREEN DUMP
Dick F. Wagner

Recent cleaning out a file brought to light this program from Dave Schoenwetter via Paul Hill of SINCUS. Sample graphics indicated that the program does a fair job of making screen dumps. The LISTing following was first used for a screen dump but the scale was off too much. I ended up by using one of Jack Dohany's printer driver programs to scale the width to fit in a column. Otherwise it would have been quite suitable.

LINE 150 provides the printing density of the "K" code for Epson printers. It is oddly set up in this line as the number of dots per 256 is 0 and for less than 256 it is 1. This seems to indicate that the program does the task of repeating the pin strikes.

LINE 140 sets up the line spacing. The 25 (or 26) duplicates the line spacing of the 2040 printer. It is fair for line spacing as the lines adjoin. Probably a good new ribbon would produce satisfactory results.

The original program is RUN to input the MC data. Then simply key in LPRINT CHR$ 1 to start the printing. SAVE the MC so the program does not have to be repeated.

Efforts to change LINE 150 to another Epson graphic code, using "*", failed. The "*" has 5 parts which probably upset the MC. A circle copied to paper is almost round. Not bad but it would be nice to have it just right. For the price it does a nice job.

```
  10 POKE 26703,0: POKE 26704,91
  20 RESTORE 100
  25 FOR F=23296 TO 23423: READ
A: POKE F,A: NEXT F
  30 STOP
 100 DATA 254,1,40,1,201,0,0,0
 102 DATA 17,112,91,6,8,26,79
 104 DATA 205,96,91,19,16,248,33
 106 DATA 0,64,17,120,91,6,8,26
 108 DATA 79,205,96,91,19,16,248
 110 DATA 6,32,22,128,14,0,30
 112 DATA 128,126,162,40,3,123
 114 DATA 177,79,36,203,59,48
 116 DATA 244,205,96,91,37,37,37
 118 DATA 37,37,37,37,37,203,58
 120 DATA 48,225,44,16,220,14,13
 122 DATA 205,96,91,175,181,32
 124 DATA 196,62,8,132,103,254
 126 DATA 88,56,188,201,0,0,0
 128 DATA 219,127,230,16,32,250
 130 DATA 121,211,127,0,219,127
 132 DATA 0,0,0,201
 140 DATA 7,7,27,64,27,51,25,7
 150 DATA 0,0,0,0,27,75,0,1
```

COMPATABLES

Bill Dunlop

The reasons that some of my friends from the world of "MeSsDOS" have given me to give up my "toy" computer are very interesting. Especially if one is truly reasonable in examining the myths involved.

Compatability is often the largest and most compelling argument offered. My question is compatability to whom. My system is compatabile with the system that my business associate, my sister, uses. Ky system is compatable with my small business needs. Most of all, my system is compatable with my pocketbook. Are these what is meant by compatable?

They argue that compatability should allow others to read my data and me to read others. I can, with a bit of programming, read theirs and they can, if they really want to, read mine also. Emulator programs are available to them for running Sinclair programs and I, for one, do not miss not using programs that cost upwards of $500 for a single machine site licence. My $15 to $45 programs run quite well one at a time and the ability to "multi-task" all of them at once is not missed. In fact, when asked how many times they (my MeSsDOS) friends) have used more than one program at a time, none have.

Another odd question to "them"-- is your machine really fully compatable either or must you, as you buy software, ask, "What version of DOS", "Will this run on my (PCjr/XT/AT/286/386 et al)", "What video card does this need", and on and on. And then there is Apple and the Mac.

I find My 2068 with its Larken disk drive IS very compatable with ME.

the plotter
pc page
by: Rod Gowen

HELLO! My, it's seems quite a while since I have had time to sit down and write for this column. I hope I have been missed! If not, oh well!

A lot has happened to my system since I was here last. I am now running a 386DX33 with 20 Mbytes of RAM(70ns), a 256 Mbyte hard drive AND am currently working the bugs out of my new operating system--OS/2. That's what I am going to talk about for awhile--OS/2. In case you have been out of touch with the world for the last couple of years, OS/2 is IBM's newest operating system. It is a BIG change from MS-DOS!

I am not going to pretend to know as much about it as I would like to, but, as it is a much more powerful operating system than MS-DOS, it may take me a while to get the whole thing down. If you have read anything about OS/2 you may know some of what I am about to impart to you, but, for the sake of those who may not have read about it, just let me continue.

One of the most important reasons I wanted to "migrate" to OS/2 is that under it you can run OS/2 applications, Windows applications and DOS applications. Another was that you can have several VIRTUAL DOS MACHINES (VDMs) running at the same time. These are actually 640K blocks of memory set up as a DOS computer and running any DOS applic- ation you want. With no overhead in these "machines" you can load and run even the largest DOS application with no problem. As for running Windows applications, OS/2 has its own built-in Windows called WIN-OS/2 that looks just like a regular Windows session. OS/2 applications are not hindered by the 640K barrier of DOS. They use any amount of memory that they need to run. You can also run both DOS and OS/2 "sessions" in the background. Sound interesting? Well then, keep watching.

I am amazed each time I am at the OS/2 prompt and call up a DOS program and the system just reaches out and loads it as though I were in a DOS environment. Then I leave it and see the OS/2 prompt again and call up an OS/2 application and it comes up as easy as the first.

In part two of this series on OS/2 I will continue with my own experiences with the system.

See you next time!

CHASE in GWBASIC
Dick F. Wagner

This is strictly a game of guess and chance that is simple but
exasperating. From SOFTALK magazine, December 1983 by Andru Marc
Greener.

An enemy ship is hidinbg in a 20X20 grid area. Your mission is
to find and destroy the enemy ship before it escapes. The NS
axes and EW axes are numbered from 0 to 20 northward and
eastward. The 0,0 coordinate is at the lower left corner of the
grid. On each turn, you shoot a location given by the NE
coordinates, such as 18,7. The computer calculates the damage to
the enemy ship according to the following table:

NORTH   EAST   DAMAGE

Wrong	Wrong	None
Wrong	Right	Ship can move only N/S on next turn
Right	Wrong	Ship can move only E/W on next turn
Right	Right	Ship is destroyed; you win!

After each shot you get a short intelegence report telling you
the position of the enemy relative to YOUR shot. Then the enemy
ship either moves in one of eight basic directions --N,NW,W,SW,
S,SE,E, and NE--or it does stands still. After it does or does
not move you get another chance to shoot.

If the enemy sneeks out of the 20X20 area you loose and the
computer displays an L. IF you disable or blow up the ship, the
computer skips a line and displays a W. Be careful as the W
coordinate is also shown as W but BASICS prompt shows up when
you win.

The computer displays only one coordinate if the other is
correct but it is not assured that that coordinate will be
correct next time.

```
10 RANDOMIZE
20 N=INT(RND*21): LET E=INT(RND*21)
30 WHILE (N<>G OR E<>H) AND N>-1 AND N<21 AND E>-1 AND E<21
40 N=N-INT(RND*3-1)*(N<>G)
50 E=E-INT(RND*3-1)*(E<>H)
60 INPUT G,H
70 PRINT MID$("N S", SGN(G-N)+2,1) MID$("E W", SGN(H-E)+2,1)
75 WEND
80 PRINT MID$("LW",(N=G)*(E=H)+1,1)
```

POKES, ETC FOR THE 2068
Dick F. Wagner

The January 1993 issue of UPDATe magazine has a page of pokes by Frank Davis. I believe the lists that I have will mostly include those in UPDATE.

Continued from last month:

CLEAR 63255
Do this first if you plan to use UDGs in a long BASIC program that will incorporate a video mode change. A bug in the system will allow a long BASIC program to overwrite your UDGs if RAMTOP is not first lowered.

POKE 23750,0
If you are using cartridge S/W that can be stopped by the BREAK key, this will allow you to enter your own BASIC lines into RAM. To return to the cartridge ROMWARE, POKE 23750,128.

POKE 23693,56
Use for starting PAPER/INK color.

26710, BASIC starts at this address.

CAPS SHIFT 3
Will scroll two screens when LISTing.

POKE 26711,0
Gives line number 0.

POKE 26711,1
Changes line number 0 to 1

POKE 23659,0
Use all 24 lines. Also makes program unstopable

POKE 23659,2
Resets. Use with "INKEY$" only. INPUT resets.

POKE 26710,255
Use to make lines disappear. (Makes line number over 9999).

POKE 26710,0
Will reset and bring the lines back.

INK OR PAPER 9
Gives contrasting base color.

"E" MODE/CAPS SHIFT and a COLOR 1-7 gives INK color in LISTing.

"E" MODE/UNSHIFTED and a color 1-7 gives PAPER color. Return to original color at end of line, or all the lines will be the same color.

DOUBLE INPUTS EXAMPLE
1 INPUT "COMMENT;A$;CHR$ 13;
"COMMENT";B$
2 PRINT "COMMENT";A$; CHR4 13;
"COMMENTS";B$

STRIPPED BORDER EFFECT
9000 FOR I=1 TO 200
9010 BORDER 1: BORDER 2:
BORDER 3: BORDER 4: BORDER 5:
BORDER 6: BORDER 0: PAUSE 1
9020 NEXT I: RETURN
GOSUB 9000 to get striped border effect.

POKE 23617,236
To get a question marl cursor in INPUT statements.

PRINT #0;"COMMENTS" PAUSE 0
Use to print on line 24.

POKE 23609,X
For keyboard click (X=1 to 255)

POKE 23692,2
Use before every print for automatic scrolling. Works like the SCROLL command on the 1000/15000.

POKE 23692,1
Another way to control scroll. Scrolls 22 lines, then a key must be pressed for every line.

POKE 23658,8
Puts 2068 into CAPs mode.

POKE 23658,0
Takes 2068 out of CAPs mode.

PAUSE 0
Pause until any key is pressed.

PRINT ,,,,
Gives a line feed to the PRINT statement.

RANDOMIZE 0
Use to reset computer.

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—NOTICE—

CCATS
1419 1/2 7TH Street
Oregon City, OR 97045